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3D Systems Releases Touch™ Haptic 3D Stylus with SDK for Digital Design and Virtual Gaming

- Touch™ comes with Cubify® Sculpt™ software for artists and free download of HapStack™ virtual reality game
- OpenHaptics SDK and developer portal enable easy experimentation and instant app development by everyone
- Company partnered with TopCoder to launch challenge series for virtual gaming and consumer design applications

ROCK HILL, South Carolina, January 5, 2015 – 3D Systems (NYSE:DDD) announced today the immediate availability of its Touch™ haptic 3D stylus along with an OpenHaptics Software Developer Kit (SDK) for digital design and virtual gaming. Priced at $599, Touch comes with Cubify® Sculpt™, a powerful virtual sculpting software tool that transforms 3D modeling from a complex, skills-centric design experience to a simple, experiential sculpting delight for artists, students, designers and hobbyists. Developers can register to use the Touch SDK on 3DS' new Developer's Portal.

"We are absolutely thrilled to introduce our new Touch™ haptic 3D stylus, a powerful and affordable perceptual tool for the benefit of all gamers, artist and designers," said Peter Theran, Vice President Global Consumer Products, 3DS.

The Touch will be showcased at International CES 2015 with a virtual reality demo game called HapStack™. Developed by the Art School of Glasgow, Digital Design Studio, using the OpenHaptics Software Development Kit (SDK), HapStack uses both the Oculus Rift VR headset and the Touch haptic stylus to send a player on an

immersive journey to Mars. HapStack is available as a free download from Cubify with the purchase of the Touch.

3DSystems' Touch haptic stylus digital interaction with physical touch. Watch the Touch apps challenge video to learn more.

We invite CES attendees to participate in a live competition of the HapStack game at the 3DS booth located at the Sands Expo, booth 72225. Top scorers will win a Sense™ 3D scanner each day at the event.

To encourage application development with the OpenHaptics SDK, 3DS has partnered with TopCoder to launch a challenge series for Touch apps in virtual gaming, education, art and digital design for jewelry, medical and more. The TopCoder challenge series will center on the convergence of haptics, virtual reality and 3D printing to create a digital thread that opens up new worlds of human-machine interaction. Developers interested

in participating in this TopCoder challenge series can register using the 3DS Developer's Portal.

"3D printing, virtual reality and haptics are three new technologies that are having a profound impact on our personal and professional lives," said Narinder Singh, President of Topcoder. "Topcoder is excited to help 3D Systems democratize digital design and application development by leveraging our global crowdsourcing community to generate creative ideas and quickly connect to the right talent."

Those who are not attending CES 2015 can join 3DS' President and CEO, Avi Reichental, for a broadcast of 3DS' extensive showing at CES 2015 by visiting www.3dsystems.com/ces and clicking on the link to view the broadcast starting at 4:00 PM EST on Tuesday, January 6, 2015. For more details on 3DS' 3D printed lifestyle consumer showcase at CES 2015, please visit www.3dsystems.com/ces.

Learn more about 3DS' commitment to manufacturing the future today at and www.3dsystems.com and the company's consumer offerings at www.cubify.com.

About Appirio

Appirio is a global cloud consultancy that helps customers achieve results in weeks, not years by harnessing the power
 of the world's top talent. Appirio's 700,000 member topcoder community and crowdsourcing platform, combined with the company's business and technical expertise, have helped 800+ enterprises confidently use technology to increase innovation and transform business.

Founded in 2006, Appirio is a trusted partner to companies such as Apria, Coca-Cola, eBay, Facebook, Japan Post Network, L'Oreal, NetApp, The Four Seasons and Virgin America.

About 3D Systems

3D Systems is pioneering 3D printing for everyone. 3DS provides the most advanced

and comprehensive 3D design-to-manufacturing solutions including 3D printers, print materials and cloud sourced custom parts. Its powerful digital thread empowers professionals and consumers everywhere to bring their ideas to life in material choices including plastics, metals, ceramics and edibles. 3DS' leading healthcare solutions include end-to-end simulation, training and integrated 3D planning and printing for personalized surgery and patient specific medical and dental devices. Its democratized 3D design and inspection products embody the latest perceptual, capture and touch technology. Its products and services replace and complement traditional methods with improved results and reduced time to outcomes. These solutions are used to rapidly design, create, communicate, plan, guide, prototype or produce functional parts, devices and assemblies, empowering customers to manufacture the future.

Leadership Through Innovation and Technology

•3DS invented 3D printing with its Stereolithography (SLA) printer and was the first to commercialize it in 1989.

•3DS invented Selective Laser Sintering (SLS) printing and was the first to commercialize it in 1992.

•3DS invented the ColorJet Printing (CJP) class of 3D printers and was the first to commercialize 3D powder-based systems in 1994.

•3DS invented MultiJet Printing (MJP) printers and was the first to commercialize it in 1996.

•3DS Medical Modeling pioneered virtual surgical planning (VSP) and its services are world-leading, helping many thousands of patients on an annual basis.

Today its comprehensive range of 3D printers is the industry's benchmark for production-grade manufacturing in aerospace, automotive, patient specific medical device and a variety of consumer, electronic and fashion accessories.

More information on the company is available at www.3dsystems.com.